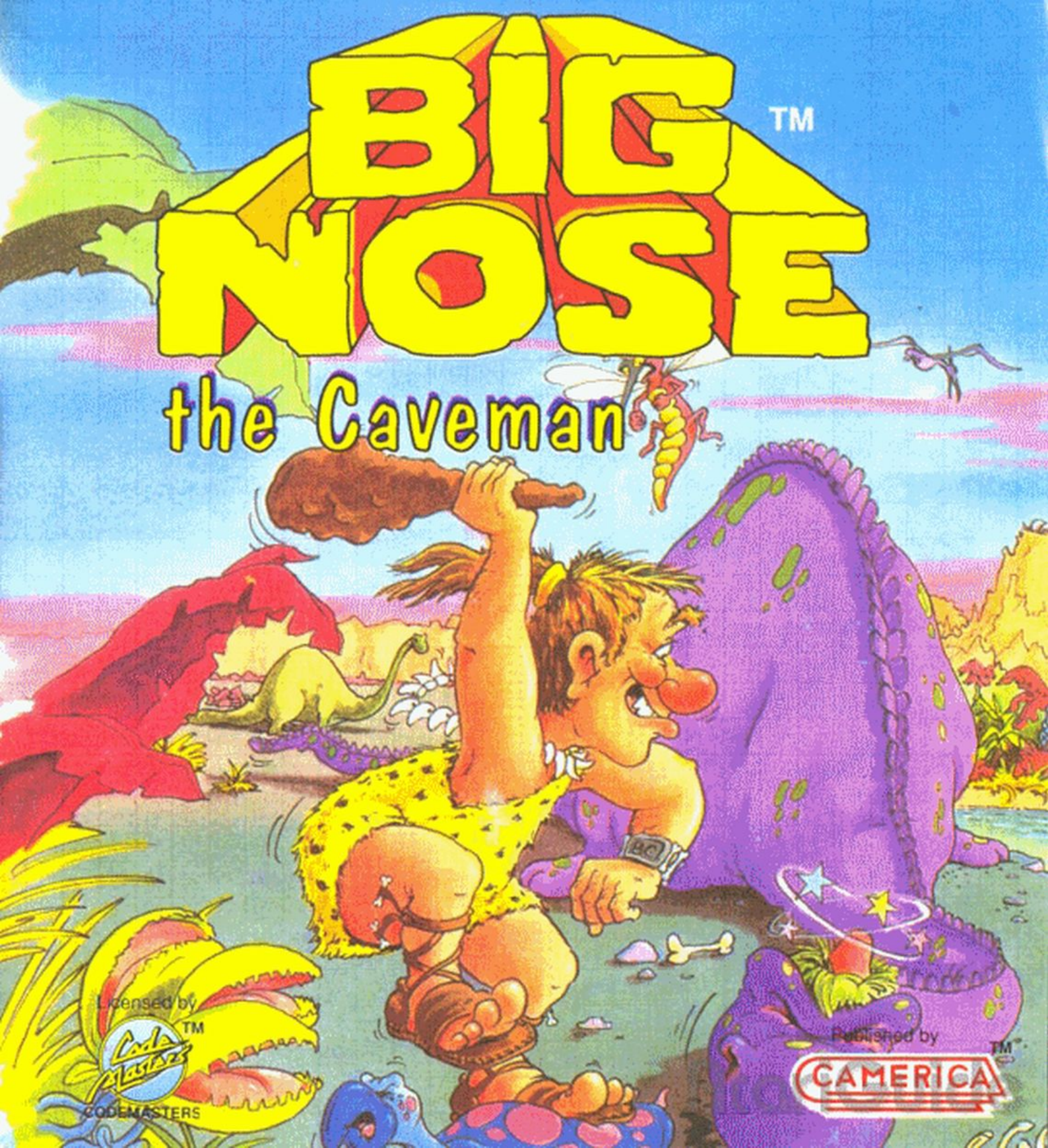
BIG NOSE
TM
the Caveman
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CODEMASTERS
Published by
TM
CAMERICA

1-900-RESTART
(1-900-737-8278)

If you get stuck in this incredible adventure you can always get help on the **BIGNOSE** help line. **You must have your parents permission before calling this number. The cost is $1.75 for the first minute and 90 cents per minute for every minute after that.** This service is only available in the USA at this time. For touchtone phones only.

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Bignose is a product of Camerica Limited, Inc. and is not designed, manufactured, distributed or endorsed by Nintendo of America Inc.

IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.

DO NOT touch the connectors or get them wet or dirty.

DO NOT clean the game with benzene, alcohol, paint thinner or other such solvents.

DO NOT store the game in places that are very hot or very cold.

DO NOT hit it or drop it or attempt to take it apart.

DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TV's can be permanently damaged by displaying stationary screens or patterns, eg. a game in pause mode.

Camerica will not be held liable for any such damage. It is not a defect of the game. any stationary image can cause such damage. Please contact your TV manufacturer for more information.

BIG NOSE™

the Caveman

1 The Story So Far

3 How To Play

6 Spells and Shops

8 Features

TROUBLE SHOOTING

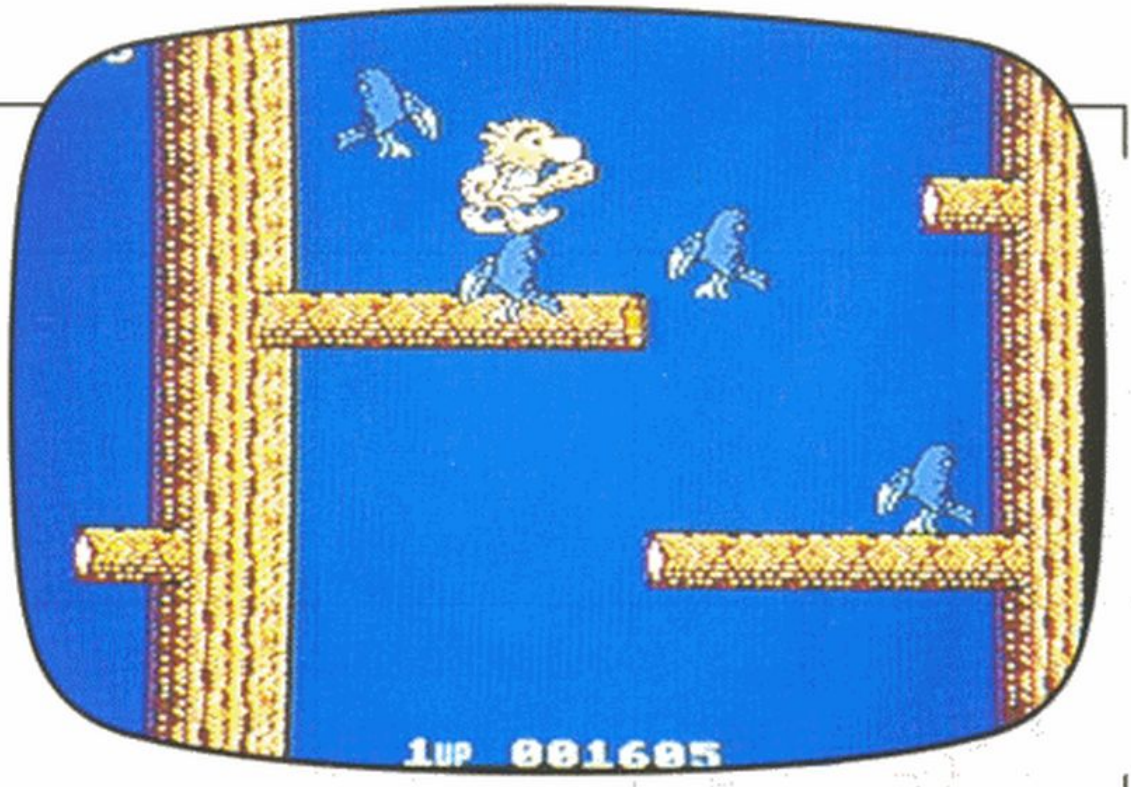
If you have followed all the instructions and still have trouble loading this cartridge telephone **(416) 470 2515**

BIG NOSE™ the Caveman

THE STORY

BIGNOSE: THE STORY SO FAR...

On their tiny prehistoric island, a whole village is starving and Thanksgiving is only a few days away! All the big game animals have left - they don't want to be hunted any more, and the cave clans are getting tired of eating lettuce. Bignose had heard a legend about a long forgotten peanut butter mine on the island, and he went off in search of it one warm sunny morning. He hadn't got far when an enormous pterodactyl flew high overhead...



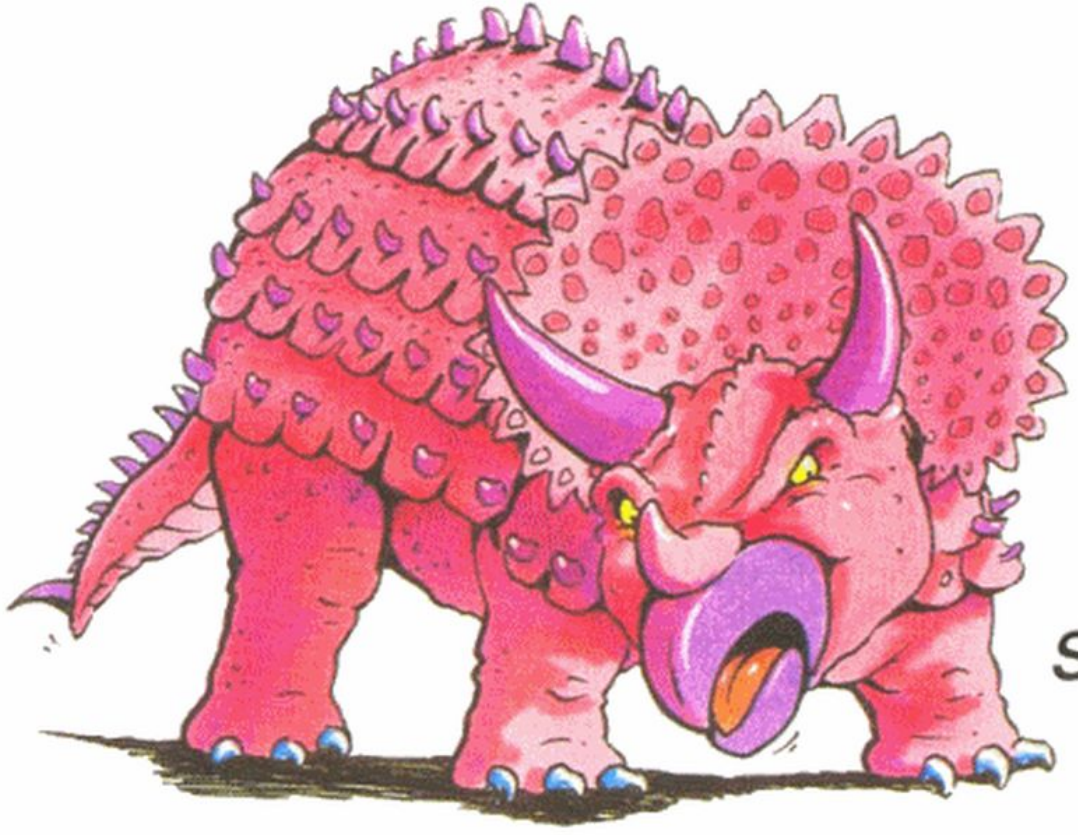
"WOW! If I could catch that there big birdy then all the people in the village would have enough food for a great Thanksgiving! Forget the peanut butter mine - we're gonna have a roast birdy!"
And so Bignose set out on a hunting adventure which will take him over four islands, through perilous caves and even up into the sky!

BIG NOSE™ the Caveman

BIG NOSE™ the Caveman

HIDDEN FEATURES

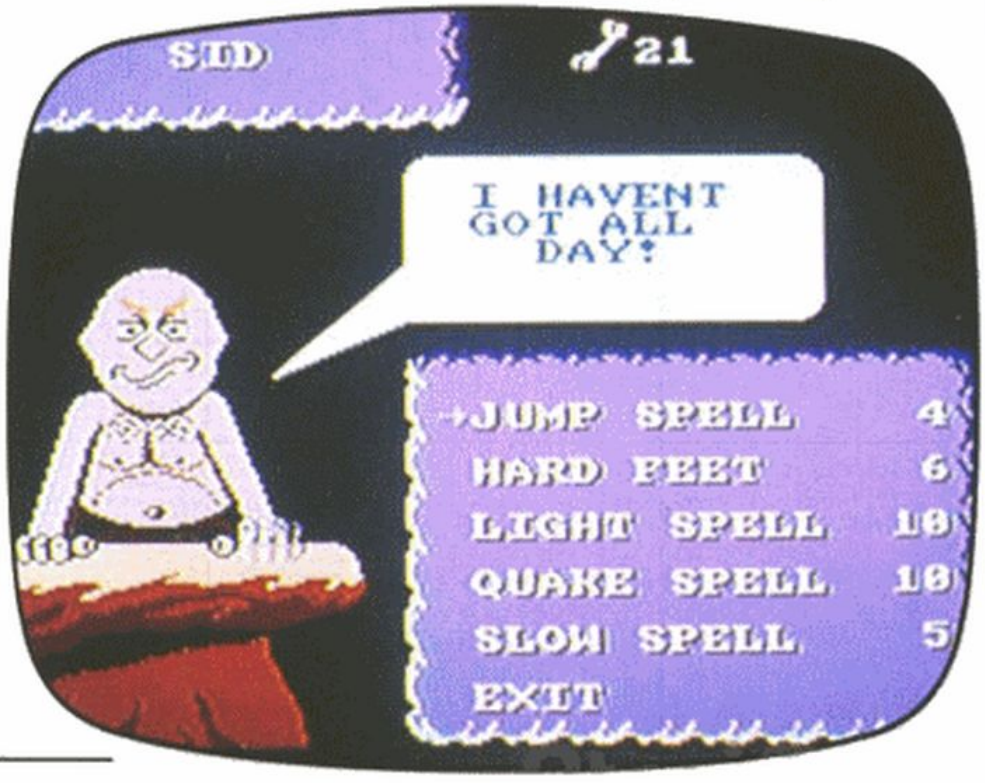
Bignose can smash rocks with his club to reveal hidden objects - doing this can often be rewarding. Some rocks need to be hit more than once.



SPIKE

THE HIDDEN SHOPS...

Bignose will have to look hard to find the shops - remember, billboards weren't invented back then! **Super-powerful weapons** can be bought, as well as **bonus lives** and **magic spells**. Try a FAST CLUB to improve your clubbing action, or DOUBLE STONES for a twin shot capability.



THE STATUS SCREEN

Once spells have been bought, you'll need to choose when to use them. When you need a spell, press SELECT to call up the STATUS SCREEN, and then use UP and DOWN to choose what to use. Press A or B to use it, and then START to carry on with the game.

POWERS and SPELLS

Special powers and spells usually last until the end of a stage or until Bignose loses a life and are often best kept for use against the **big boss monsters** at the end of each level.

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$1.75/$0.90 only in the USA.

EXTRAS, BONUSES AND SURPRISES

Explore very carefully! The whole game is jam-packed with hidden levels, bonuses and extra features, but none of them will be easy to find!
HINT: If Bignose should fall off a cliff, he can learn the best route to pick up the most bones!
Swap hints and tips with your friends and see who can find the most hidden features!

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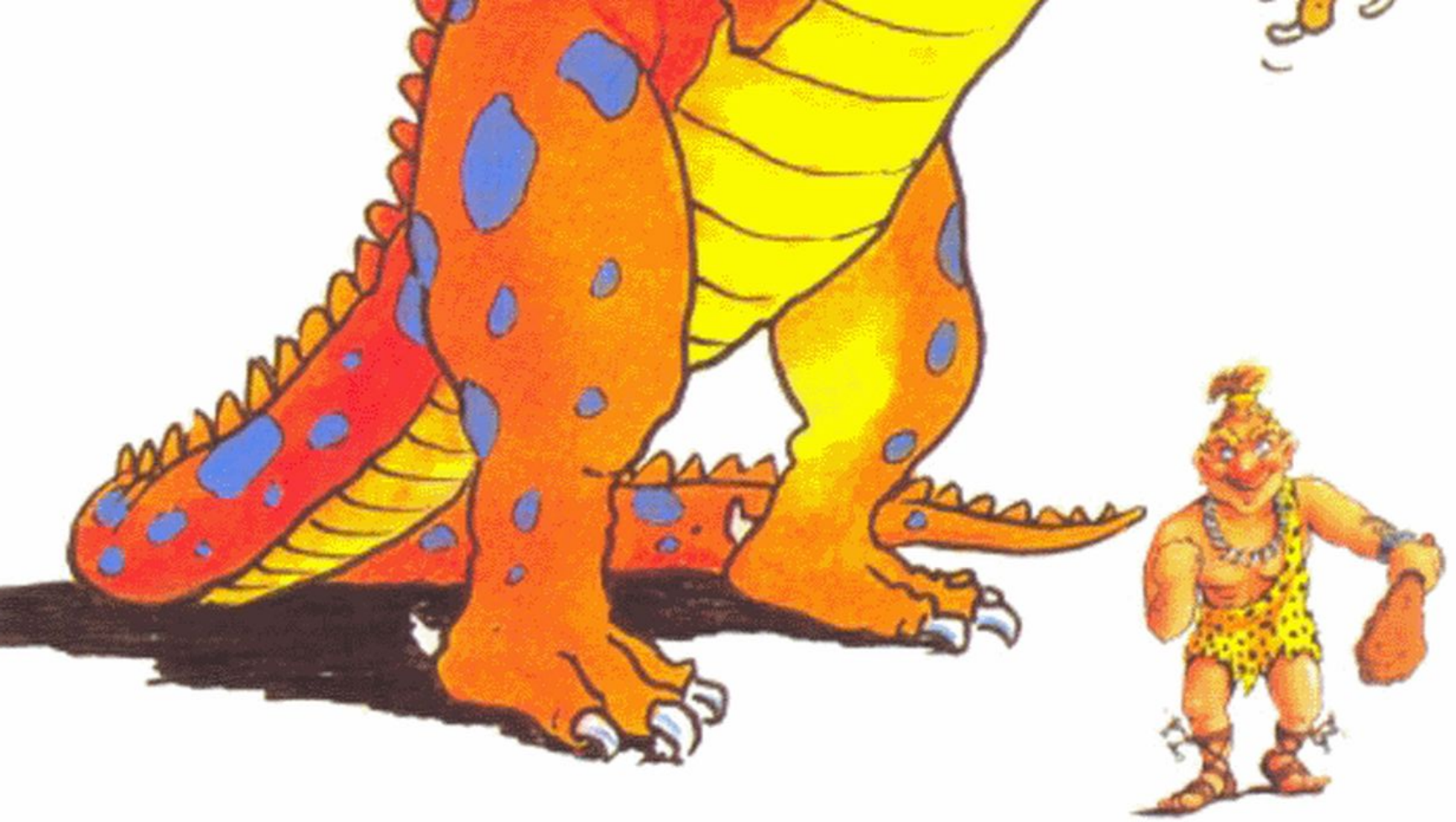

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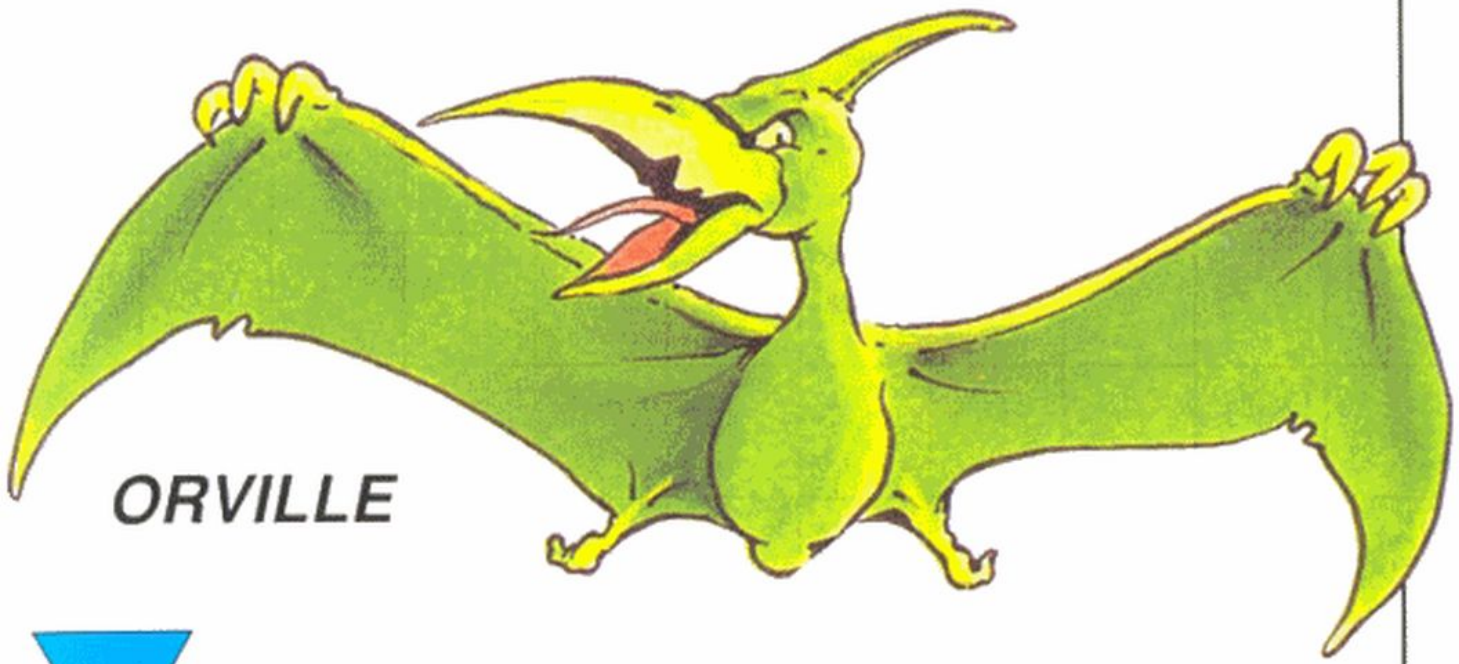
THE BIG BOSS MONSTERS

At the end of each level you'll meet a ***big, bad and very nasty boss monster***... you'll have to be very cunning and agile to beat them, but it can be done.

STINGER



ORVILLE

FLYING

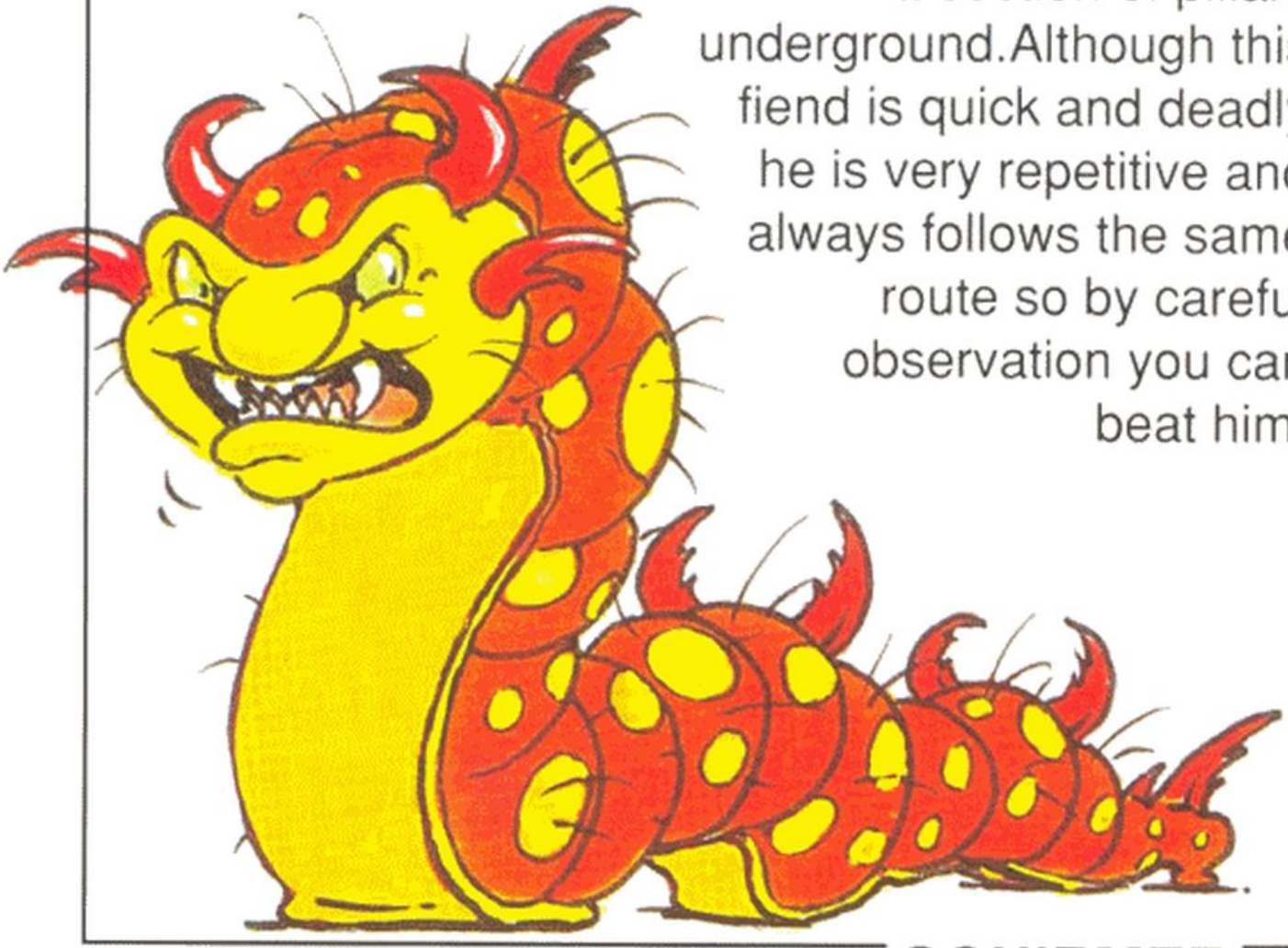
Bignose uses his club as a helicopter rotor to fly between the islands. Keep pressing your A Button to keep him flying. If you stop to hit a stone he'll lose height quickly, so be careful. Eventually you'll meet our flying friend here and face the ultimate flying challange.

BIG NOSE™ the Caveman

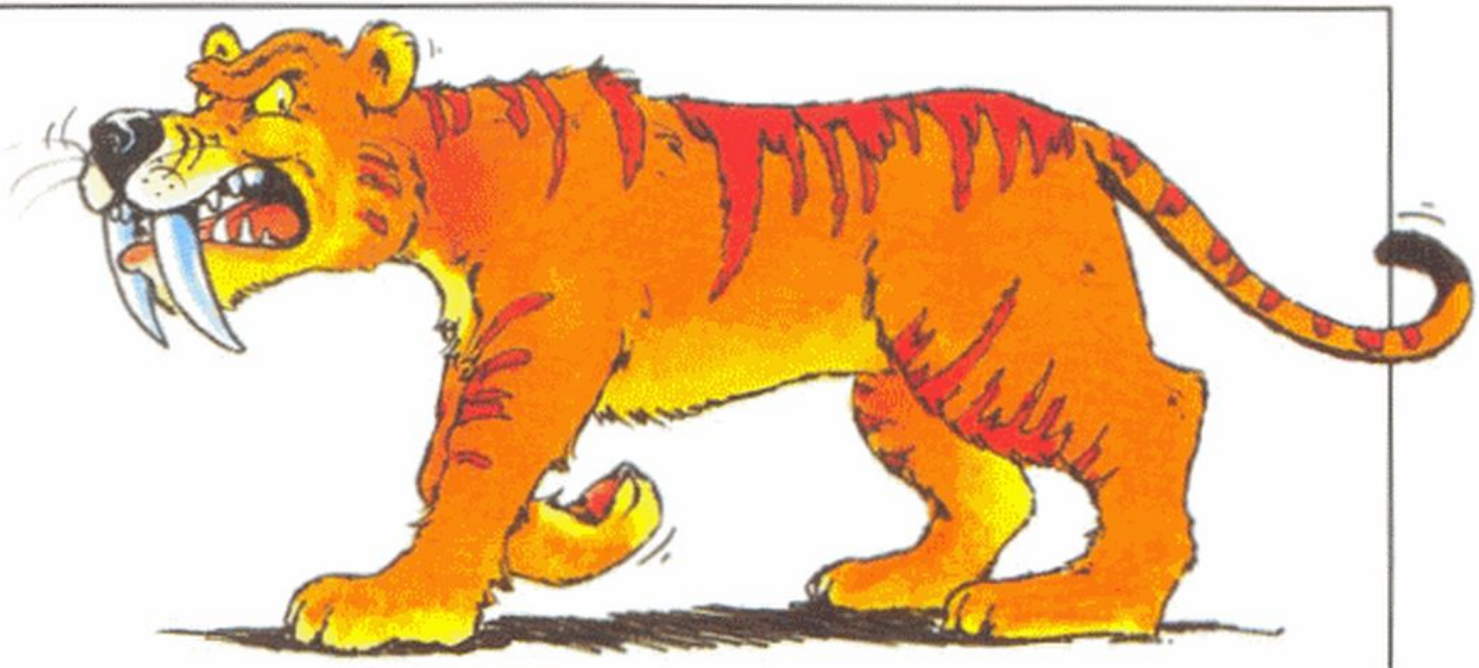
BIG NOSE™
the Caveman

FEATURES

This gruesome monster and its brothers and sisters guard the exit to the cave sections of the islands. Be careful when you come up to a section of pillars underground.Although this fiend is quick and deadly he is very repetitive and always follows the same route so by careful observation you can beat him.



SQUIRMER



SABER

This Saber tooth tiger can be found in the cold frozen wastes of the high mountains. He used to be Bignoses' pet but he ran away when the food ran out.Now he's gone wild and Bignose will have to beat him to find the bird he's looking for.

BIG NOSE™ the Caveman

BIG NOSE™ the Caveman

BIGNOSE WORD SEARCH.

Lots of words from Bignose's adventure have been hidden in this jumble of letters see how many you

P	U	V	S	C	O	R	P	I	O	N
X	R	W	S	P	D	E	R	M	L	A
T	C	E	L	B	I	G	N	O	S	E
Z	H	Q	H	E	N	I	Y	N	C	X
V	A	A	I	I	O	T	N	S	R	N
T	O	R	Z	T	S	B	S	T	O	A
U	S	L	K	N	A	T	T	E	L	M
R	I	N	S	L	U	B	O	R	L	E
T	L	Z	E	A	R	O	N	R	E	V
L	U	C	K	U	N	N	E	S	I	A
E	T	N	O	I	T	O	P	H	O	C

BIGNOSE WORD SEARCH.

Lots of words from Bignose's adventure have been hidden in this jumble of letters see how many you can find.

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This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT. Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, theCamerica game cartridge found not to meet Camerica's express warranty, postage paid with proof of date of purchase.

Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica warranty obligations and is the purchaser's exclusive remedy

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or uses of trade are all expressly disclaimed.

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COMPLIANCE WITH FCC REGULATIONS

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

(1) This device may not cause harmful interference and

(2) This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.

- Increase the separation between the equipment and the receiver.

- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

- Consult the dealer or an experienced radio\tv technician for help.

This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

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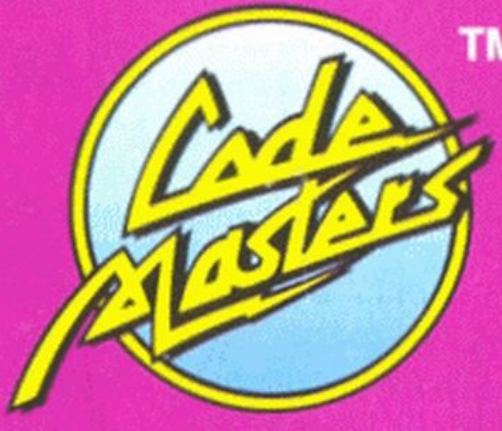

ABSOLUTELY BRILLIANT!

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